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Title: Necromancy

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Capture a spirit and bind it to your will,

Detect first = Range of detection dependant on abilities

Beware of spirits and deamons can possess if done wrong.

Need - Bone
Grind to dust.
Hold some,
Cast into air
Keep arm raised or out
Say Embar Sosek
Spirits will appear.

Capture the spirit
Take a dagger and cut your hand in a five point pentagram
Say So Alrev with blood in hand, keep hand straight!

Smack bloody hand on floor

Wait for spirit to fall into blood trap.

Close Hand.